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For more information about Center Space, check out:

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Introduction

Lifeshapers Volume I was written with two purposes in mind. One was to expand on information on the Thahazi and (especially the) Pank. The other to provide a complete new system of mutations, which could be applied to other campaign genres, fantasy, modern, or future.

The Center Space provides some simple rules for mutants, mutations and physical disorders (i.e. Weaknesses). However, I always thought it was too simple, too limited. Due to constraints on time (and pages! If the Basic Rules book included everything I originally planned, I'm sure it would have gone well over 500 pages!) I decided to limit things to one mutant race and a handful of mutations. With this book, the system has been expanded to almost 100 mutations and 30 physical disorders, in addition to prestige classes allowing players to further develop their mutations to enable them to create truly monstrous characters.

Besides that system, there was a lot of background information that was not included in the Basic Rules. The Thahazi and Pank were such major players in the Center Space universe, I always wanted to give a more detailed description of their histories.

Therefore, this book expands both that system and the Center Space universe.

The timeline has also been expanded into the next 50 years. The Dread Thahazi, who enslaved the galaxy for 300 years, are back, although most don't know it. And the Pank (the mutants of Earth) in accordance to their prophet, have fled Earth to "spread their religion and expand across the universe. The galaxy is once again in crisis, and the MDC grows more powerful everyday.

In order for this book to be usable by those unfamiliar with the Center Space universe, some information has been repeated from the Center Space Basic Rules book. Statistics for the Pank and the mutations given in that book have also been revised and updated.

Also, suggestions for play in other games and/or genres (e.g. fantasy, modern, etc...) are given. Especially with the aspects of this book that are unique to the Center Space (e.g. Masau'u energy).

What are mutations?

Well in the "real" world they are random anomalies in the genetic make-up of an organism. Those with beneficial mutations survive and mate, therefore continuing that "mutation," etc... Although not entirely unrelated, these are not the mutations we are talking about. The following "mutations" those of the comic book and RPG world, strange and powerful physical abil-

ities that are not found in other members of the "mutant's" species. Sometimes these occur randomly, other times these are caused by some environmental effect like radiation, magic or some other mysterious energy. In the Center Space, such mutations are caused by Masau'u energy; a mysterious energy siphoned from an ancient artifact known as the Masau'u or the Center Space.

MUTATIONS AND WEAKNESSES

There are no mutation points in the Center Space, nor are mutations randomly chosen. Instead they are integrated into the existing system. Mutations in the Center Space are taken as feats and any race can take a mutation feat. The feat represents the time and training it takes to when a mutation is surgically grafted to a body. Besides a feat slot, grafting a mutation of course takes time and money.

A character may undergo surgery and gain a mutation without spending a feat slot; however, a character who does so must also take Weakness (which is explained in chapter 2). The strength of the weakness depends on how powerful the mutation taken is.

Above all I wanted to make a mutation system that was "logical" or at least something that seemed probable, and something that could also be used as with races that were not technically mutants, like the Qu'lok and Threm who can absorb or mimic the abilities of living creatures respectively. Therefore there are no quasi-magical mutations, all mutations are abilities that animals and plants in the real world have, or one that we could reasonably imagine an animal to have. This also allows the system to be used in campaigns without magic. In fact, the mutations in this book represent every possible ability a plant or animal could have (or at least that I could think of...). A few, which were either too powerful or too weird (like breathing fire, okay so it's not a very probable ability that an animal might have) were reserved for the Abomination prestige class (see chapter 1).

Weaknesses are another sub-system which was introduced in the Center Space Basic Rules. Characters may choose to take up to two weaknesses (or one severe weakness) at first level in exchange for feats or ability bonuses. In general, the only other time a weakness can be taken is if a mutation is taken without a feat, although certain prestige classes are exceptions.

Besides the above methods of gaining mutations, there are three races in this book that can take "mutations" or the equivalent to mutations naturally, without surgery or taking weaknesses. With these races, "mutations" are part of their natural abilities.

NEW TERMS

Those not familiar with the Center Space will find a few unfamiliar terms and rules in this book. Stats for these rules will be provided, but they are optional. To use many of these optional rules, Center Space: Basic Rules book is required.

Masau'u Energy: Masau'u energy is the life blood of the Center Space universe. All technologically capable species are dependant on its energy which is distributed by the Human run MDC. Masau'u energy is siphoned from an ancient artifact built by an alien race known as the Annunaki or simply the Ancients. This artifact is also known as the Center Space and Panku. In addition to providing a power source, by proper manipulation of the energy one can alter the DNA of an organism or even time-space itself.

Spirit: Spirit is a character's mental and spiritual "hit points." All characters can use Spirit to gain bonuses to rolls and/or use certain class abilities and psychic abilities. Spirit can also be damaged by shocks to the system, such as psychic attacks and fear.

Only one class presented in this book, the Caretaker, depends on the use of this system. Mutations, races, and other classes presented in this book can be used without using this system.

Racial Levels: In the Center Space universe all non-human races have up to three racial levels. This represents the physical superiority they have to humans, and their comparatively slow maturation rate. All characters in the Center Space are assumed to start at 4th level. Humans are of course free to multiclass, and other races are assumed to begin as a fully grown (i.e. 3rd level in their race) members of their race at the start of game play.

New Skills: There are several new and altered skills in the Center Space:

Awareness: Combines Listen and Spot.

Acrobatics: Combines Balance and Tumbling.

Academics: Replaces Knowledge.

Artist: Combines Craft (one form of art) and Performance.

Chemistry: Replaces Craft, Chemistry. Also allows characters to identify chemicals.

Counselling: New skill, allows characters to heal others' damaged Spirit.

Craft: Split into three specialities: Electronics, Mechanics, and Primitive.

Foreign Languages: Replaces Speak Language. Character's must make a skill check to understand a language he/she has studied. A feat determines fluency in the Center Space.

Lifeshaping: New Skill. Allows characters to use and identify Thahazi organic technology. This will be detailed in Lifeshapers Volume II.

Medicine: Replaces Treat Injury in some games.

Mental Focus: Replaces Concentration.

Metabolic Control: New Skill. Used to ignore pain, heal faster, etc...

Navigation: Replaces Exploring in some games.

Psychic Tech: New Skill. Used to identify and use psi-crystal tech.

Sabotage: Combines Disable Device and Demolitions.

Stealth: Combines Hide and Move Silently.

Surveillance: Replaces Search. Allows use of appropriate tech.

New Feats: There are several new feats in the Center Space, next to any new feats mentioned in the following pages will be alternative feats you are no doubt familiar with.

Tech Level: Center Space includes a new attribute called Tech Level. Tech level effects certain skill checks such as Craft and Computers. They are as follows:

Primitive: Prehistoric to Medieval times.

Low: 18th to present, Earth.

Common: The majority of worlds in the Center Space universe. (Laser weapons, cybernetics, and cold fusion).

High: Present Alliance, MDC, Vharata. (FTL drives, blasters, and advanced nanotech).

Advanced: Old Alliance, Thahazi, Present Nimahnse. (Wormhole drives, gravity control, psychic tech, and organic technology).

Psychic Powers: Center Space also provides an alternative system for psionics. Throughout this book, "psychic powers" are sometimes mentioned. If the Center Space psychic rules are not used, simply replace any "psychic power" with "Psionic power."

What's in the Book...

Chapter 1: Chapter one explains four new races, one of which was introduced in the Center Space Basic Rules. Each one makes use of the mutation rules given in this book, albeit in different ways. The races are: Human sub-species, Pank (mutants), Qu'lok (alien body-snatchers who "absorb" other creatures physical abilities), and the Threm (shapeshifters).

Chapter 2: The meat of the book. This chapter lists all the mutations and weakness, plus a few general feats to be used for combat and survival in certain environments. Simple rules are also included for implanting mutations.

Chapter 3: The prestige classes. Included here are classes for each race, which allow them to improve on their racial abilities even further. Also included are several classes specific to the Center Space universe; these classes represent mutants whose mutations have been adapted to their environment and/or for a specific purpose.

Chapter 4: The creatures. This chapter contains a few more creatures that can be found in the Center Space universe; including the extra-dimensional Tkaih.

Chapter 5: The final chapter contains a complete history of the Thahazi and Pank, two of the central races in the Center Space. In addition, the Center Space timeline has been expanded to the next fifty years.

Chapter Two: Mutation Feats

General Description

Mutation feats are generally only available to the Pank, Qu'lok, and Threm. However, it is possible to genetically engineer other races. Not only is this rare, incredibly expensive, and very illegal, but also genetically engineered characters will be discriminated against just as Pank are. Currently only the nation of Shizu provides such services.

The Biotech feat, and a Medicine check (DC 25, without this feat, DC 30) are needed for genetically engineering a creature. After surgery, it takes 1d4 months (1d4 weeks for minor mutations) of recovery and training. Most mutations cost one feat, or one weakness. The costs are listed below. There are three types of mutation feats: superficial, major and minor.

Superficial Mutations: Pank can take any number of superficial mutations for free. Superficial mutations are mutations that have no game effect; they are purely cosmetic. Implanting such mutations in non-Pank is fairly simple, costing around 20,000 c (DC 25) and

the patient suffers no side effects. However, due to the character's strange appearance, the GM may rule that the mutation is the equivalent to the Ugly Weakness, listed below.

Minor Mutations: Minor mutations have no outside physical trace. They can be taken by any race. Any character can take up to two of such mutations as a feat and suffer no other side effects. If taken after first level, the character must have it implanted with the Biotech feat. In this case, he or she must pay the normal cost (listed below). If taken at first level, it can be taken as a standard feat. A minor mutation can also be taken without taking a feat but, in that case a weakness must be taken for every two such mutations taken. (Or one weakness for improved minor mutation.)

Major Mutations: These mutations are obvious. Only Pank can take these without penalties. Other races must undergo surgery and pay a hefty price. If the character takes a feat for such a mutation, no side effects are received. However, if the character does not use a feat slot, one weakness must be taken. (And one severe weakness for an Improved major mutation.)

Weaknesses are listed in after feat descriptions in this chapter. Weaknesses taken as side effects for mutations do not count against the normal maximum.

Table: Superficial Mutations

Alternative Eye Color	The character's eyes are an unnatural color and/or are one solid color.
Alternative Skin Color	The skin has an unnatural color, or blotches of many colors.
Claws	Small claws that cannot be used in combat
Extra Digits	Extra fingers or toes, not necessarily on the character's hands or feet.
Fangs	Fangs and/ or sharpened teeth that cannot be used in combat.
Feathers	The character's hair is replaced by feathers
Hairless	All hair follicles are removed
Horns	Small harmless horns.
Long Digits	Fingers and/or toes are unusually long.
Scales	Smooth shiny scales of any color are in place of skin.
Shaped Ears	Ears are pointed or of some other unusual shape.
Shaped Eyes	Eyes are vertical or of unusual size.
Shaped Skull	Shape of head is long and/or pointed.
Spikes	Harmless spikes protrude from one or more parts of the body.
Tentacles	Small tentacles protrude from one or more parts of the body. Cannot be used to manipulate objects.
Transparent Skin	The skin is clear. Bones and organs can be seen

Table: Mutation Types

	Required Weaknesses (if feat is not taken)
Minor Mutation	1 weakness for 2 mutations
Improved Minor Mutation	1 weakness
Major Mutation	1 weakness
Improved Major Mutation	1 severe weakness

Table: Wealth and Credits

Cost	in Purchase Credits	DC	Cost	in Purchase credits	DC
10c or lower		2	10,000 c		26
20 c		4	20,000 c		28
50 c		7	50,000 c		31
100 c		10	100,000 c		34
200 c		12	200,000 c		36
500 c		15	500,000 c		39
1000 c		18	1,000,000 c		42
2000 c		20	2,000,000 c		44
5000 c		23	5,000,000 c		47
			x10		+8

Mutation Feats, Major

Feat	Prerequisites	Credits	Wealth
Acidic Bite (2)	Natural Weapons	600,000	40
Aerial Form (2)		3,000,000	45
Antennae	None, but see text	1,500,000	43
Aquatic Form	Naturally Skillful (Swim)	900,000	41
Catfall (2)		100,000	34
Bio-illumination		100,000	34
Chameleon Skin (2)		200,000	36
Chitin/Scale (2)	Thick Hide, Improved Thick Hide	400,000	38
Constrict	Tail, Tentacled Arms, or Malleable Skeleton	800,000	40
Darkvision (2)		160,000	35
Detachable Limbs	Enhanced Metabolism	900,000	41
Electric Sense Organ		300,000	37
Electric Shock (2)	Electric Sense Organ	500,000	39
Enhanced Ability (4)		150,000	35
Enlarged Ears (2)		100,000	34
Enlarged Eyes (2)		100,000	34
Enhanced Legs (2)		100,000	34
Enhanced Speed (2)		100,000	34
Extra Arms		900,000	41
Extra Sense (2)		100,000	34
Eyestalks		100,000	34
Face Changer (2)		1,000,000	42
Flesh Pocket		100,000	34
Gills		200,000	36
Hide Mutation (no limit)		2,000,000	44
Thick Hide (2)		200,000	36
Insectoid Eyes (2)		500,000	39
Ink Jet (2)		200,000	36
Large Size	Enhanced Ability (+2 Strength), Character Level 3	4,000,000	46
Malleable Skeleton (2)		300,000	37
Natural Weapons (2)		300,000	37
Nerve Control		600,000	40
Non-detection (2)		400,000	38
Photosynthesis		900,000	41
Pheromones (2)		300,000	37
Prehensile Limbs (2)		400,000	38
Projectile Spikes (2)		500,000	39
Quadrupedal Form		900,000	41
Reinforced Organs		300,000	37
Reinforced Skeleton (2)		300,000	37
Self-hydration		160,000	35
Scent (2)		150,000	35
Spiked Skin (2)		200,000	36
Tail		200,000	36
Tentacled Arms		200,000	36
Terran Form	Natural Weapons (Claws), Improved Natural Weapons (Claws), Thick Hide	2,000,000	44
Tremorsense (2)		80,000	35
Tiny Size	Weakness (Small Size), Character Level 3	4,000,000	46
Venom (2)		500,000	39
Spit Venom/Acid (2)		800,000	40
Vocal Mimicry		300,000	37

The Arctic/Desert Hunter

Level	Base Attack Bonus	Base Defense Bonus	Fortitude Save	Reflex Save	Will Save	Reputation Bonus	Burrow	Special
1	+1	+1	+0	+2	+0	+1	+0	Sneak Attack +1d6, Favored Terrain, Artic/Desert Camouflage
2	+1	+1	+0	+3	+0	+1	+10	Burrowing Combat
3	+2	+2	+1	+3	+1	+1	+10	Improved Tremorsense
4	+3	+3	+1	+4	+1	+1	+10	Sneak Attack +2d6
5	+3	+3	+1	+4	+1	+2	+10	Claws (1d8)
6	+4	+4	+2	+5	+2	+2	+20	Desert/Artic Chameleon, Hide in Plain Sight
7	+5	+5	+2	+5	+2	+2	+20	Sneak Attack +3d6
8	+6	+6	+2	+6	+2	+2	+20	Improved Burrowing Combat
9	+6	+6	+3	+6	+3	+3	+20	Claws (1d10), Greater Tremorsense
10	+7	+7	+3	+7	+3	+3	+30	Sneak Attack +4d6

Arctic/Desert Hunter (Ni'Aluman and Aznin)

Desert Hunters represent the Ni'Aluman nation. Like the Ke'Aluman Pank, the Ni'Aluman were once slaves to the Abominations. However, while the biggest and strongest of the Ke'Aluman were able to escape, only those able to hide in the desert sands in Ni'Aluman were able to survive. Together, with the training provided by Shaih's missionaries, the warriors Ni'Aluman developed into a powerful force of hunters and assassins, unmatched in their desert terrain.

Desert Hunters are private and distrustful of others, even those from other Pank nations. They never run from a fight but rarely engage in open combat. Instead they prefer to hide in the darkness or desert sands, striking their opponent when they least expect it. They usually attack quickly and return to their hiding place. Victims of experienced Desert Hunters, if they survive, don't even know what hit them.

The Arctic Hunter tradition is a later development of the En tribe of the Aznin nation, modeled after the Ni'Aluman hunters. Like all Aznin, they are open and willing to trust others, even non-Pank. In combat, however, they are similar to their desert brethren.

The Arctic and Desert Hunters have the function of elite Hunters of the Pank Nations, in addition to guarding the jungles of Hu'Aluman should any abomination attempt escape.

Desert Hunters are usually reptilian or insectoid in form, perfectly adapted to desert life. Arctic Hunters are often ape-like covered in white fur, or resemble seals covered in white slippery blubber. They are also small and slender, equipped with large powerful claws on both their hands and feet, allowing them to burrow easily through sand and soft earth, or ice and snow.

Wounds: 1d8

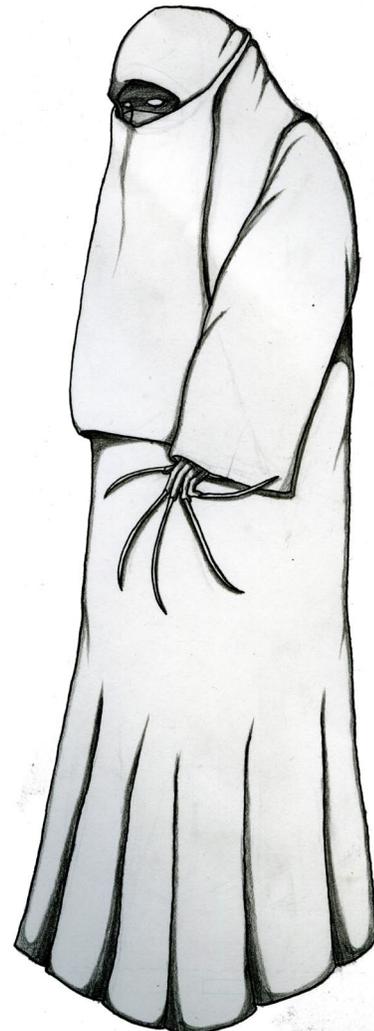
Spirit: 4

REQUIREMENTS

Awareness: 4 ranks

Stealth: 6 ranks

Mutations: Chameleon Skin, Natural Weapons, Improved Natural Weapons, Thick Hide, Terran Form, Tremorsense, Resist Elements (Heat or Cold).



Feats: Improved Initiative, Favored Terrain (Desert or Arctic)
Special: The character must be Pank and have three levels in that class, or be at least a 3rd level character with 6 or more mutations.

CLASS SKILLS

Class Skills: Acrobatics (Dex), Awareness (Wis), Bluff (Chr), Climb (Str), Handle Animal (Chr), Jump (Str), Mental Focus (Wis), Navigation (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Surveillance (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The Arctic or Desert Hunter gains no new weapon or armor proficiencies.

Burrowing: The hunter's burrowing speed increases by +10 at level 2, 6, and 10, to a maximum of +30 at 10th level.

Heat/Cold Resistance: Beginning at level 1, the character adds his or her level to his or her heat and fire or cold resistance.

Sneak Attack: The Arctic or Desert Hunter's attack deals extra damage any time his or her target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the Hunter flanks his or her target. This extra damage is 1d6 at 2nd level, and it increases by 1d6 every again at levels 4, 7, and 10, to a maximum of 4d6 at 10th level.

Burrowing Combat: At 2nd level, the Hunter gains the ability to spring up from his or her burrowed position and attack in a single round. Unless the opponent notices the character before he or she springs up and attacks, the opponent is considered flanked.

At 8th level, the warrior can spring up from underground, attack, and return underground in one round. Only one attack can be made. Whether the attack is successful or not, the opponent can make an Awareness check against the characters Stealth rank to notice where the character dived into the earth.

This ability can only be used in sand or soft earth, or snow and ice.

Favored Terrain: The character gains the Improved Favored Terrain (desert or arctic) feat free at 2nd level.

Arctic/Desert Camouflage: When in a desert or barren environment, the Arctic or Desert Hunter gains another +2 to Stealth.

Improved Tremorsense: At level 3, the Hunter's tremorsense range increases to 120 feet. Also, if attacked by a land-bound opponent, the hunter retains his or her Defense, even if caught flat-footed.

At level 9, the warrior's tremorsense range increases to 180 feet. Also, if attacked by a land-bound opponent, the warrior cannot be flanked.

Improved Claw Damage: At levels 5 and 9, the Hunter's claw damage increases to 1d8 and 1d10 respectively.

Hide in Plain Sight: At level 6, the Arctic or Desert Hunter can use the Stealth skill even while being observed.

Desert/Arctic Chameleon: Also at level 6, the character is effectively invisible in a desert or arctic environment (a +20 to Stealth is gained while hiding).

Aquatic Hunter

(Yidamoru and Aznin)

The Aquatic Hunters represent the Yidamoru nation. Like the Pank of Shizu, the Pank living on the islands known as Yidamoru lived a fairly peaceful life. It was only after the unification of the nations that the hunters of Yidamoru developed into an elite force of assassins and scouts. More recently, the Ter tribe of the Aznin have developed a force of Aquatic Hunters of their own.

Also like the Shizu Hunters, Yidamoru and Aznin Aquatic Hunters are peaceful, open, and slow to anger. They generally try to avoid combat and their pride is not easily bruised. Like the Shizu Aboreal Hunters, they see themselves truly as hunters rather than warriors and assassins. When they are engaged in combat however, they are deadly. Their techniques are similar Desert and Arctic Hunters, striking when their opponents least expect it.

Aquatic Hunters serve as an elite force marines in the war for the League. Their form is perfectly adapted to underwater life. All Aquatic Hunters are fish-like in appearance, their skin a clear blue and slippery, making them almost invisible in water. Aznin Aquatic Hunters tend to be white in color, with a thin dense layer of fur. They rarely wear clothing but will put on simple loin cloth when in the presence of other species.

Wounds: 1d8

Spirit: 4

REQUIREMENTS

Stealth: 4 ranks

Swim: 6 ranks

Mutations: Aquatic Form, Gills, Malleable Skeleton, Resist Elements (Cold). Also if Aznin: Natural Weapons and Venom. And if Yidamoru: Electrical Sense Organ and Electric Shock.

Feats: Aquatic Adaptation, Improved Aquatic Adaptation, Naturally Skillful (Swim)

Special: The character must be Pank and have three levels in that class, or be at least a 3rd level character with 6 or more mutations.

CLASS SKILLS

Class Skills: Acrobatics (Dex), Awareness (Wis), Climb (Str), Handle Animal (Chr), Jump (Str), Mental Focus (Wis), Navigation (Wis), Sense Motive (Wis), Stealth (Dex), Surveillance (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The Aquatic Hunter gains no new weapon or armor proficiencies.

Swim Speed: At first level, the character gains a +10 to swim speed. This by +10 every other level, to a maximum of +50 at 9th level.

Cold Resistance: Beginning at level 1, the character adds his or her level to his or her cold resistance.

known, the Thahazi were able to possess the bodies and minds of Siduri and other races unseen and with relative ease. Although the technology to detect such parasites was possible, the overconfident Alliance military never thought to search their own people.

Before the Alliance realized anything, the Thahazi had already infiltrated some of the highest-ranking officials in the Alliance, even reaching Earth. And when the Alliance finally realized what was happening, it was already too late. The Thahazi had already taken too many Human and Siduri hosts to be stopped. And when the Alliance fleet was engaged in battle with the Vharata, the Thahazi began their invasion of Earth. Passing from Human to Human, leaving only empty husks behind, they eventually made their way to the Center Space.

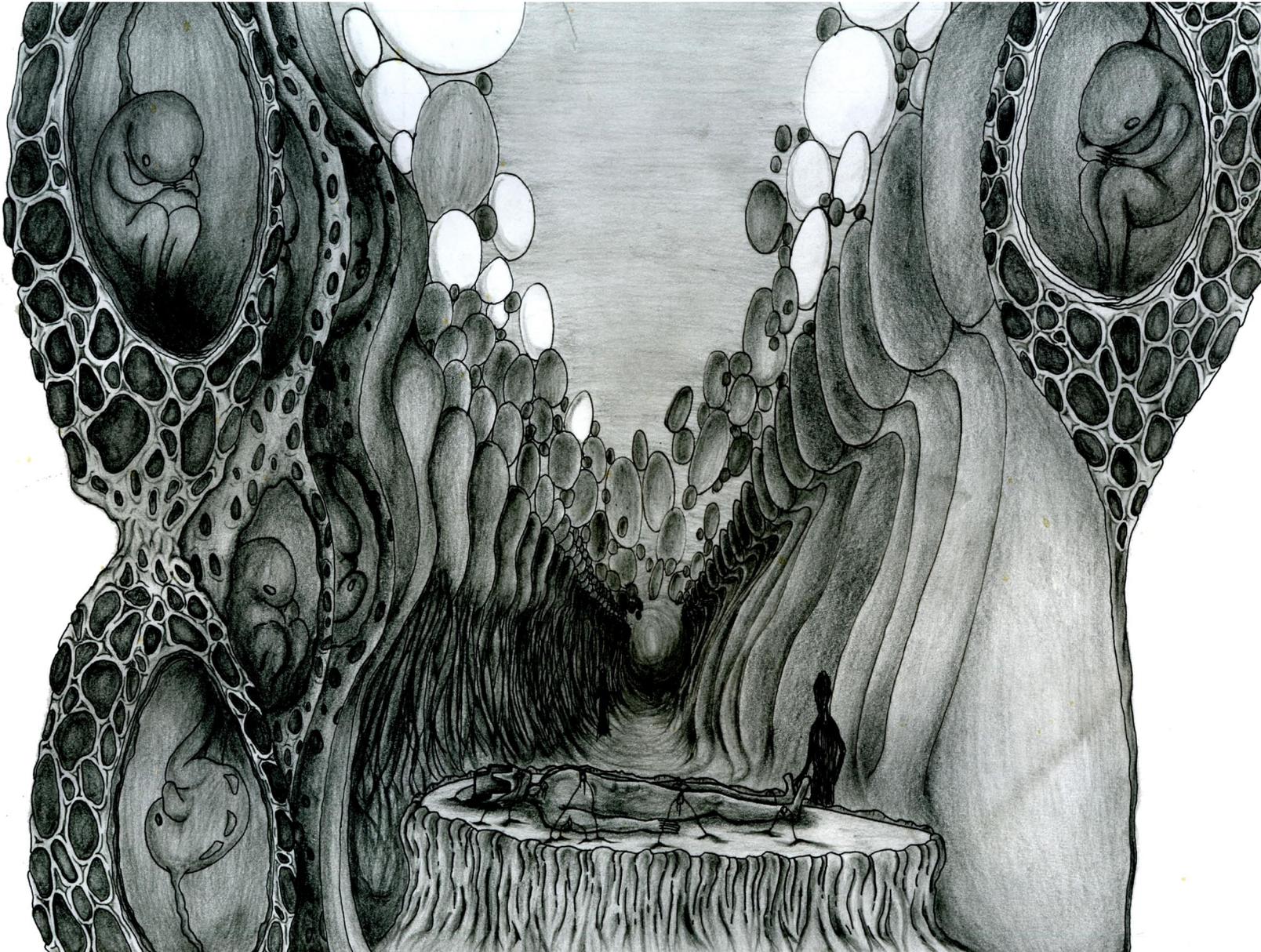
Of course this was not the first time the Thahazi had seen the Center Space. They had been secretly studying the "Gate" for over half a century. The Thahazi had only a very limited understanding of Annunaki technology. Because it was based on their proto-life technology, eventually a "Key" (this is also the word used to describe proto-life in Pank terminology, which is often confusing to non-Pank) was developed from proto-life itself. And the Gate was opened.

Once the Center Space was opened, observers stood back in horror the outer wall faded revealing what was inside, a mass of tentacle-like material, neither organic nor inorganic, surrounding what appeared to be an energy source.

Within minutes after it opened, the energy within began to whirl and glow, expanding outward until suddenly exploding into a burst of sound and darkness. Most of the bystanders were killed and/or horribly mutated, leaving only a few worker robots to tell the story.

The energy, expanding over the entire Earth, altered both the geography and ecosystems. Whole cities were destroyed. Millions, if not billions perished. The Thahazi seemed to have planned this from the beginning. And using this opportunity, they launched a full attack upon the Earth. Although their fleet at the time was no match for the powerful Alliance, the Thahazi quickly learned how to harness the energy, and using the Center Space energy, the Thahazi were able to create weapons able to destroy planets, impenetrable force fields, and vessels that could travel parsecs in a matter of seconds.

Within only a few weeks, the Thahazi were able occupy Earth and cripple both the Alliance and Empire military. The



Shizu

Pre-Diaspora: Africa

Post-Diaspora: The jungle world of Len Shizu

8 Tribes: Zar, Nmben, Gaihr, Meseh, Kon, Som, Malo, and Bisa

The Shizu Pank joined Shaih Dobiah around the same time as Yidamoru and Aznin. The Nation of Shizu, had fairly good relations with the humans of Giz (the human city in Shizu). Giz, the holy city of the Xenists, was the only non-MDC owned city on Earth, and although not all the humans there were welcoming, their leaders at least encouraged dialogue with the Pank tribes of the continent. However, once Kalen Ezra took over the city, such dialogue ended.

Shizu are open and tolerant Pank, and accept all races; they are far from peaceful though. Although these Pank had little to fear from humans, Shizu is probably has the highest population of Thahazi constructions. Thus, the Shizu had to develop a strong warrior tradition, which was developed further after joining Shaih.

They take a rather unique view of Shaih's teachings. Shizu believe that the religion of the Pure Lands is exclusive to the Pank; however, anyone may become Pank. The Shizu have therefore cutting-edge biotech, enabling them to mutate other species (for a small price). The Shizu warrior tradition is the only tradition so far who contains those who were once human.

Aznin

Pre-Diaspora: Antarctica *Post-Diaspora:* The arctic world of Lugos

5 Tribes: Jin, Ter, Dir'xi, En, and Kios

The Aznin is most open and tolerant of all the Pank nations. The tribes originally developed on the isolated continent of Aznin, free of both humans and Thahazi. There, rather than develop their mutations to survive, scavenging both Human and Thahazi technology, they became expert engineers and pilots. Pank from all the other nations began to flock to Aznin to learn their superior piloting and technological skills. And after the Diaspora other races began to come to learn from their expertise.

Like the nations of Yidamoru and Ke'Aluman, the Aznin share their new home-world with humans, a world originally settled by the MDC. In fact, the Aznin can be found all over galaxy, especially on space stations and freighters. They are the explorers of the Pank and their nation is the most loosely organized. Aznin are tolerant of other races, and their tribes are very independent. In fact, one the tribes (Jin) have taken to life in space, living the life of smuggling and trading, participating little in war of the other nations. The smallest tribe (Dir'xi) are also wanderers but have chosen a life mysticism and mission, spreading the religion of the Shaih. The remaining three tribes live on the planet Logos. Like the Yidamoru, the Aznin Pank believe that Shaih's religion is for all species. However, they are fiercely independent and are leery of the new central government.

Expanded Time Line

100 million BC: Ancients rule galaxy.

500,000 BC: Ice age begins on Thahaz. Thahazi evolve.

300,000 BC: Thahazi begin breeding.

195,000 BC: First Homo Sapiens appear.

150,000 BC: Thahazi begin surgical manipulation.

130,000 BC: Ice age ends. Ancients reach Earth.

129,000 BC: Thahazi begin DNA Manipulation.

128,000 BC: Ancients reveal themselves to the Thahazi.

125,000 BC: Masau'u finished.

110,000 BC: Thahazi completely dominate their planet.

100,000 BC: First War against the Ancients and Abyss begins.

69,000 BC: Thahazi begin to explore their solar system.

66,000 BC: FTL travel. Thahazi expand.

58,000 BC: Encounter the Nimahnse. Thahazi are defeated.

54,000 BC: Creation of the Qu'lok.

52,000 BC: Battle with Nimahnse, defeat Nimahnse.

51,000 BC: End of the First Great War of the Annunaki. Annunaki return to Earth.

50,000 BC: Thahazi battle with the Annunaki. Qu'lok revolt. Thahazi are forced to not expand further

45,000 BC: A group of Annunaki and humans revolt and are banished from this universe.

30,000 BC: Humans cross the Barring Strait

10,000 BC: The Second Great War begins

5,000 BC: The War ends, Annunaki retreat from this part of the Galaxy

2,300 AE: The Thahazi once again began to expand their empire.

2260: The Masau'u is discovered.

2279: The Vharata Empire attack Earth. The Thahazi began their invasion.

2311: The Thahazi successfully conquer Earth and the Alliance.

2340: Thahazi begin to build tunnel systems on Earth and infiltrate the human cities.

2422 AD: (0 KS "Khar Shaih" or "Birth of Shaih")

Pank are created and escape soon after.

2442 (20 KS): Shaih unites the Pank scattered across Hu'Zanai into once nation.

2444 (22 KS): Bhaha unites A'Zanai

2445 (23 KS): A'Zanai and Hu'Zanai war begins

2446 (24 KS): Humans began to use Masau'u energy as fuel.

2451 (29 KS): Aluman is enslaved by Nahjehis

2453 (31 KS): Bhaha converts to Shaih's religion. Pank begin to spread across the Earth.

2457 (35 KS): The Nations of Shizu, Aznin, and Yidamoru are formed.

2461 (39 KS): The war with the Abominations begins

2463 (50 KS): Nahjehis is defeated and slaves are freed. The remaining nations are formed and the Golden Age of the Pank begin.

2553 AE (140 KS): Pank weaken Thahazi with an artificial virus. The Final War begins.

2600 (1 AO "After the Occupation," 178 KS):

The Thahazi are defeated.

12 AO (190 KS): MDC is formed. Masau'u Runner, Alec Mon is the first CEO.

32 AO (210 KS): Alec Mon dies and the tyrant Paul Crichen becomes the second CEO.

50 AO (228 KS): The Ka'Ubla create Badriyyah, an off-world colony to train true believers. Jarred Ozen is elected the third CEO.

73 AO (251 KS): Kalen Ezra is elected CEO of the MDC.

74 AO (252 KS): Ker'esh is born

90 AO (268 KS): Ker'esh leaves tribe for Ahaiyuta

101 AO (279 KS): Pank and Ka'Ubla are betrayed.

102 AO (280 KS): Kalen Ezra declares martial law. Zorem becomes leader of the Church.

103 AO (281 KS): Violence against all non-Homo Psionic on Earth increase. Ka'Ubla retaliate

105 AO (283 KS): Protection camps built. Badriyyah is attacked. Pank and Ka'Ubla retaliate.

106 AO (284 KS): Pank villages are attacked.

107 AO (285 KS): Pank Diaspora.

116 AO (300 KS): League of Free Worlds is formed.

118 AO (302 KS): Pank and Qu'lok united.

119 AO (303 KS): Threm join the League of Free Worlds.

120 AO (304 KS): Today

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